

KOTHU

PERSONAL DETAILS

Name

Goes by

Player

ATTRIBUTES

Reputation ○○○○

Persuasion ○○○○

Credit ○○○○

Heritage ○○○○

Agility ○○○○

Close Combat ○○○○

Ranged Weapons ○○○○

Stealth ○○○○

Strength ○○○○

AREAS OF EXPERTISE

Anthropology & Ethnology ○○○

Art & craftsmanship ○○○

Forensics ○○○

History & Archaeology ○○○

Language ○○○

Law & Finance ○○○

Libraries & Archives ○○○

Mechanics ○○○

Medicine ○○○

Natural Science ○○○

Occultism ○○○

Psychology ○○○

WOUNDS

○○○

PASSIVE

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Psychology ○○○

WOUNDS

○○○

PASSIVE

ACTIVE





OCCUPATION

Select a primary occupation for the character.

For example:

- Antiquarian or antique shop owner
- Artist
- Author
- Detective
- Dilettante
- Engineer
- Journalist
- Lawyer or judge
- Physician or psychologist
- Police officer
- Priest
- Professor

ATTRIBUTES

Spend 13 points on Attributes.

ACTIVE ATTRIBUTES

Agility, Close Combat, Ranged Weapons, Stealth, and Strength are *Active Attributes*.

Usage: Roll 1d6 per Attribute point. 4–6 are successes. Usually, only 1 successful die is required to succeed. In a contested roll, the largest number of successes wins. If tied and the number of successes is larger than 0, both succeed.

PASSIVE ATTRIBUTES

Reputation, Persuasion, Credit, and Heritage are *Passive Attributes*.

Usage: Compared with a non-player character's tendency to be impressed by said Attribute. The higher the value, the more picky of a non-player character will be impressed. Some may not be impressed at all by certain Attributes.

AREAS OF EXPERTISE

Spend 10 points on Areas of Expertise.

Usage: Simply use the value directly to gauge the depth of information garnered from clues within the subject. A clue is automatically found when the character searches in the right place or asks the right question, but the expertise determines the depth of any prior knowledge and analysis.

1 corresponds to a somewhat informed amateur.

2 corresponds to a professional.

3 corresponds to an extremely well-versed expert.

Clues that require deeper knowledge than the party possesses need to be brought to a third party with the necessary expertise.



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